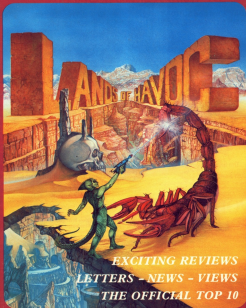


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LOOK

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WOW!

6809 COLOUR SHOW MOVES NORTH?

A lot of exhibitors and potential visitors have asked to look at the possibility of running a northern based 6809 show. They've convinced us that life doesn't stop at Watford; and that there's thousands of Dragon and Tandy users up north. Costs would be about the same as the current exhibition.

We've provisionally booked some dates in October/November at UMIST, Manchester and would like to know if you'd support a show there. At this stage there's absolutely no commitment, we just want to gauge the amount of interest.

Well, Cuthberters - what do you think?
Comments to:
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A sight for sore eyes...

Dragon owners are a hardy breed, but I am sure that even they will be at least a little fearful at the sight of the following excellent pictures taken for us in Spain.

The first one shows an impressive display of Dragon software, beautifully presented with ample back-up stocks. and what a selection! Eurohard appear to be doing a better job of marketing the Dragon than their English forebears. ... at least that is on their own territory.

So what about the UK ... well finally I have news of a new Dragon (see the pic) ... actually the internals are exactly the same as the present machine ... but doesn't it look good! Perhaps if it looked this good last year — we would have been buying Dragons instead of Commodore 16s.

Also note the new look Disc Drive. I have no technical information on this one ... but again isn't it smart!

The final shot is every bit as heart-wrenching as the first one. It was taken in one of three rooms, of a typical Spanish school. In all there were 16 Dragons in this one room and very professionally laid out too.

The reason the Dragon was never introduced into English schools was because the Dragon in standard form had no LOWE-R CASE. At that time there was an slightly push behind the much pricier BBC.

So If your just crazy about your Dragon and really love the Sun — simply move to Spain because that's where it's all happening!

By the way ... any Cuthbertsons in Spain looking for English pen-friends just send in your name and address and a few notes about yourselves and we will gladly publish them for you.
ADIOS AMIGOS.

1 TYPICAL SPANISH SHOP

2 NEW LOOK DRAGON 32

3 NEW LOOK DISC DRIVE

4 TYPICAL SPANISH SCHOOL





The 6809 Bit

O.K. THEN . . . **REVIEW TIME** is going to be our regular look at the best of the new releases for the Dragon and Tandy Computers. I shall try and give an unbiased an opinion as possible and should I drastically understate a game or miss a particular point of interest then **TOUGH** . . . No - just let me know and if your points are valid then we'll take another look. **REVIEW TIME** is for you! so that all you eager learners get the very best value for money and know just what you're buying.

DRAGON 32 TANDY COLOUR 32K

Skramble

When loaded the first display you will see is the score table. The game then enters the demo-mode and then returns to the score table and repeats until any key is pressed. There is no choice of colour but I think the normal four colour set containing green is probably the best possible for this game.

Your mission is to penetrate the enemy skramble system and destroy their headquarters. You are given three ships equipped with repeating cannon and twin bomb launcher. Note you receive one single bonus ship upon reaching 10,000 points. You must negotiate five levels and finally destroy the enemy headquarters. Control is either via keyboard or joystick but using joystick is almost impossible as you have to press the space bar as well as the joystick fire button. With my joystick the control is very jerky (Dragon Data joystick), although with keys it is perfect. Finally, ships left and scores are displayed along the top as well as your present level.

So now onto the screens:

Level 1

You must first skim the surface of the planet whilst avoiding kamikaze rockets launching themselves into you. You must also watch your fuel level displayed up the right-hand side. You can gain fuel by hitting fuel dumps on the ground but this theory seems to be a bit

unrealistic as is the size of the bombs which leave your ship in constant pain and the endless supply of bullets.

Level 2

Next you must negotiate a cave while avoiding bobbing U.F.O.s and bombing sitting ducks on the ground. I find with this screen if you stay about a ship's width from the top of the cave and keep shooting you should survive.

Level 3

This level is much the same as level 2 but you only have the difference of fireballs rather than U.F.O.s trying to hit you. However, these are indestructible.

Level 4

"If" you reach this screen you must scan along the top of high building avoiding the rockets and destroying everything in sight.

Level 5

This is the final stage where you must guide your ship through the maze and destroy the enemy headquarters without hitting the sides.

Graphics and use of colour are very good as is the sound. I feel the feelings of the game are:

- (i) that after you destroy the enemy headquarters there is nowhere to go apart from into the walls of the maze;
- (ii) there is no victory song, just a message on the test screen leaving you to



- (iii) start all over again; each level lasts too long making the game boring;
- (iv) the omission of skill levels is disappointing.

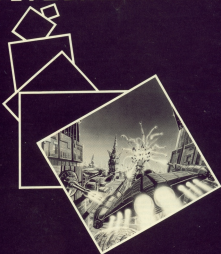
O.K. — 65%

Reviewed by Tim Eades (May, 1985)

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100% M/C - Joystick required
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PLANET INVASION

(right joystick) M/Code

This is an arcade game similar to 'defender' type programs. The storyline goes that you are in an aircraft defending your planet from 'grabbers' who try to steal your 'calodon crystals'. You move around using the right joystick, which allows only horizontal and vertical movement. You have 3 'lives' and 3 'smart bombs' which can destroy everything around you.

The display screen shows a scenic picture of you and your

surroundings, the score and highscore, your 'long range scan' and your level (of play) indicator. You fire using the joystick button.

Conclusions

This game can be classed, I suppose, as 'another boring old invader-type game', although some scenes were rather good. The sound isn't up to much, either.

Assessment: 45%
TIMOTHY RICHARD



Golf

(keyboard control) M/Code

In this version of golf, you are given 13 clubs with which to whack a golf ball round a strange course.

When on the fairway, if you hit the ball onto the 'rough' you are given a 'lift' option which miraculously clears a space in the rough, directly where your ball lies (a

feature single explorers would find very useful).

Your direction of shot is selected using clock-like figures (i.e. 2 o'clock would be to the right of the display). When selecting, you can also include decimal fractions (i.e. 3.5). You can correct direction entries using the Backspace key. When on the green, you can select the distance (1—180) from the 'cup'.

Conclusions

I found this a highly enjoyable version of the game, because it has many on-course hazards. However, I would have preferred some sort of graphic direction selector, to the terse 'DIRT' clockface entry method used.

Assessment: 60%



PHANTOM SLAYER

(keyboard control) M/Code

INTRODUCTION

Phantom Slayer is a 3-D maze game where you, as a phantom slayer, must find your way around armed only with a 'golger counter' type 'phantom detector'. This makes clicking noises if you are near to a phantom, and you can vary the distance at which it starts to operate. You also have a laser pistol (fired by the space bar) which unfortunately takes two seconds to recharge once fired.

The Game

At the start of the game, you are shown a map of the maze for a few seconds. The arrow keys control your movement, and you have the ability to turn 180 degrees, or to

back away until you hit a wall (or a phantom).

If you stop on a green square, you are transported to the place in the maze where you started from. Full instructions are included in the program. The game ends when a phantom touches you, because this is one of those games where you cannot win, but try to score highly.

Conclusions

This game is good value for money, as it's 3-D effect seemed feeble. I must admit that this game has a certain effect on you. Don't be surprised if you feel nervous in the dungeons as a group of phantoms creep up on you!



Assessment: 75%
TIMOTHY RICHARD

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Popular Computing Review,
Dec. 1981



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Game of the Month

CHAMBERS

Chambers is an Arcade adventure game but veers more towards the Arcade category. The object is for you to control a man moving around a maze of rooms connected via passages using the right joystick. In each room are a number of creatures who must be destroyed at all costs as the slightest contact is fatal. Once you have destroyed all the creatures you can leave the room via any of the doors after you have obtained the key. If you do not choose to leave the room straightaway there will be four human-seeking energy balls that can only be destroyed by positioning yourself so that they will run into the base in the centre of the screen. In each room there are also radiation balls which the base will throw at you. There are between 20 and 35 rooms on each level and a full map of all the

rooms is shown in the top righthand corner. Rooms you have already visited are displayed as a hollow square, rooms to visit are displayed as full squares and the present room you are in is flashing. In the centre of the maze is the reactor room, which you can enter after destroying all the creatures in each room.

NOTE: The energy balls will not blow up by running into the base in this room.

The graphics are brilliant with the choice of changing the colour set to any of the remaining three sets without having to reload the game. The sound is also well above average. A nice touch I think is the ability to choose from a large variety of noises. The game also has a Hi-Score and pause facility.

I think overall this is one of the best from TOM MIX and Microdeal.



MICRODEAL

Superb: 98%

Reviewed by Tim Eckers (May, 1985)

£8.00

Invaders Revenge

(J/keyboard) M/Code

As the last Space-Invasion left, you must bomb the Earth laser-base and all the interplanetary space vehicles that float below you. Your invader ship can be controlled by either the right joystick or the keyboard. I have found the keyboard control a lot easier, but all the 'bombing' does wear the space-bar out a bit. The object of the game is to bomb the ships to score points. Sometimes a space ship will appear on your 'space-lane'.

These have to be dodged as they move fast and can destroy you. You can choose how many shots can be fired without a break (from 1-5), and the skill level (again from 1-5).

Conclusions

I found this pleasantly different from the other 'invader' games I have played, and the 'plot' is fairly original.

Assessment: 70%

TIMOTHY RICHARD.



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THE CUTHBERT CLUB

(at his seventh attempt!!)

Welcome Aboard Anthony

Ed

SPACE SHUTTLE

(right joystick required) M/Code

Space shuttle, as its title suggests, is a program simulating the controls of the space shuttle. The mission 'plan' is to LAUNCH the shuttle, PARK it next to a malfunctioning satellite, use a robot ARM to get it in the cargo bays, perform a successful re-ENTRY and FINALLY land it in the White Sands Desert.

Launch

In this phase, you must use the right joystick to achieve orbit. A small area (shown as a box) for you to stop by the satellite.

Fetch

Here you must position yourself, using retro boosters, next to the satellite. It is fairly easy so long as you watch your instruments.

Arm

You must now manipulate a robot arm to try and grasp the satellite and deposit it in your cargo bay. This is the easiest phase, but you cannot ABORT as you can in the other 4 phases.

Entry

In this phase you must, using the right joystick, put the shuttle in an area indicated by a small box ready for your FINAL approach. You can have a weather report at the start of this phase, if needed.

Final

This is the hardest phase. You must land in the White Sands Desert. Watch your altitude and velocity readings. A crash shows pieces of metal on the runway, but a landing is rewarded with a



DRAGON 32 ARM STAGE



DRAGON 32 FINAL STAGE



SSC FINAL STAGE

few notes from 'Stars and Stripes Forever'.

Conclusions

I found this quite difficult and managed to do the ARM phase and FETCH phase most of the time, but I landed only once. I think the manual could have been a little more helpful in explaining a few of the phases.

Assessment: 65%

TIMOTHY RICHARD



£8.00



Cuthbert in the Mines

'Cuthbert in the Mines' is probably one of the best Cuthbert games, the object being for you to save Cuthbert and his friend who have been captured by the Monomaniacs and put to work in a mine. Your lives and Cuthbert's lost and saved are displayed on the left, and on the right is the Hi Score with your score in the centre. The only means of escape is a small hole in the ground. You must guide Cuthbert to safety using joystick or keyboard by running along the rails and jumping from one level to another. If Cuthbert is hit by a truck while standing on a rail he will be knocked down to the next rail, if Cuthbert falls off the final

rail he will be cremated in the fire below. The object is to save eight men, at which point you move up a level. An additional hazard is the demon who climbs up the side of the screen and sends deadly accurate fireballs at you which cause instant death.

Without losing more than three men there are five skill levels from easy to impossible and a Hall of Fame. The graphics are MOD 3 and are very crisp and clear and the sound, likewise, is very good.

I would highly recommend this game to anyone as it incorporates good sound and graphics and an original idea.



Well above average: 90%

Review by Tim Eccles (May, 1985)

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THE C16 BIT

Introduction

This is the spot dedicated to the new generation of Cuthberters, the Commodore 16 owners. Firstly we would like to thank you all very much for your letters both of praise and criticism and would like to welcome you to the Cuthbert Club, in fact we were so overwhelmed by the response that we have also decided to launch a few more Commodore 16 games. For the adventurers amongst you there are Jerusalem Adventure No 3, Ultimate Adventure No 4 and Castle Dragons Adventure all of which have proven great success's on other machines, we also have a game for the Arcade fans, this is a Cuthbert game, Cuthbert in the Cooler which has also proven very successful amongst Dragon owners. The launch date for these was early July.

As we have pointed out many times in the past to the Dragon Cuthberters the Cuthbert Chronicle is for you — to use — to look to for reviews and most of all to contribute to. It is a magazine for you so use it and enjoy it.

XARGON WARS

Commodore Review Spot

The first one on my list is Xargon Wars, this game is by Greenin Graphics who have a very good reputation on the Commodore 64 market and this one was written by the 16 group of Micro Projects whoever they happen to be?

Opening selection screen — very nice indeed excellently laid out — with a Xargon hero's top & a menu plus a very neat scrolling credit scene.

Into The Game — it's boring very slow, hard to control and a touch of the space invaders is about it.

The first screen very much resembles the good old space invaders except these invaders only **slagger** across the screen from left to right. As per invaders you control the laser base at the bottom of the screen and mainly zap away at the poor old Xargons until they have all been wiped out. The other screens are very similar and equally slow and boring. Bearing in mind that I've never seen a Commodore 16 game perhaps I'm expecting a little too much. I still must rate this very slow and very poor and I certainly wouldn't pay £5.95 for it. Sorry Greenin overall 30%.

WANTED

We very much need a
Good Responsible
Person to do the Reviews
for the
Commodore 16 Section
of the
Cuthbert Chronicle

All Cuthberters who
would like to
be considered

Just Write to
THE EDITOR
Cuthbert Chronicle
Microdeal Ltd.,
41 Truro Road
St. Austell PL25 5JJ

OLYMPIAD

Olympiad — This one is by Tynesoft who also have a couple of hits on the Commodore, one of them the most famous one, being Super Gam. Nice artwork on this one. **Side 1:** You will find all the Track Events and on **Side 2:** All the Field Events. The keys for motion are the Z & Keypads there is no wearing out of joysticks. This one is also written in Basic. The games graphics are average I picked my first event the 100 metres, point number 1 the athletes run from right to left and not as per the original as they run from left to right.

Number 2: The actual athletes graphics are quite good —

surroundings were dreadful, motion is also rather poor, to be quite honest I have seen a better presentation on an old T.R.S. 80 Model 1 those in the know should get my drift. It's very poor, rather boring and certainly has none of the pizzazz that the original had. Overall very disappointing barely 25%.

£6.95



GRAND MASTER Chess

Next on my list is Audiogenic's

"Grand Master Chess".

I personally love Chess. I used to belong to a chess club and I am forever challenging friends and visitors to a game but, so far have not found a particularly good computer version. Perhaps, Grand Master, Audiogenic's Chess will be the answer. Loads very quickly, must be a fast loader. Opening graphics nice.

To the Game.

You are given a choice of 20 or more different screens/background colour set ups and having set mine on dark blue and light blue I started playing. Movement is via the co-ordinates to co-ordinate type and firstly one must identify the piece to be moved and then to where you wish to

move it. Very straightforward. Very easy to use. It is also fast and clean.

The Computer is a real Master and unlike other versions takes very little time to think its moves through; a lot less than I did. It beat me 3 times out of 3 and did not appear to make a single error. I maybe wrong but in my opinion this is an excellent Chess program and certainly the best I have ever come across. The packaging and instructions are all AI. I am not one for losing, but the Grand Master beat me fair and square overall a 100% excellent.



CUTHBERT IN SPACE

Here is a good one

"Cuthbert in Space" by Microdeal
Auto-run on this one Can't
Sophisticated.

You have the option of joystick or keyboard and there is a fast loader. Right! Cuthbert in Space. What's it about? The federal chief has decided that Cuthbert is to go on a mission of plunder against the moronians solar system. Cuthbert lands his space craft at each planet but then has to re-fuel by stealing pods from the moronian fuel dumps whilst avoiding the solar refuelled barges. After filling up he goes and plunders as much loot as possible before takeoff. All could go well but when he gets a

malfunction he must send a pilotless shuttle to obtain the spares and takeoff before the moronians' bomb detonates. Exciting stuff. Just from the general description of the game you get a feeling that this one is going to be a touch of the jet jacks and yes you would be right! The game itself is very colourful, very smooth and fast, there is loads of action and the sound is also very good, indeed as good as the original Commodore 64 version. I know everyone will be saying that I am biased but this is certainly a breath of fresh air from the reviewing point of view and I must give it at least 80%. I strongly recommend this game.



£4.95

Dear Sir/Madam,

Although Williamsburg Adventure C-18 is a good text adventure. The outside packaging of the product does not give the impression of a text adventure

but that of a graphic or graphico/text adventure. So why not label the product with a description stating, Type, what it is about, How long it takes to do it. As Melbourne House have done.

"Nice Point ... Master Gorfam"
Cuthbert.

CUTHBERT Enters the Tombs of Doom

Finally but not least —
we have from Microdeal

Cuthbert Enters the Tombs of Doom

The packaging is the first point to note on this it has the large Video style box, rather nice Artwork (Quite Outstanding). Upon opening it we find the cassette a nice keyring which has the cryptic message inscribed on it, "Ye Olde Manuscript" with lots of Olde Worlde writing in it and a postcard. Upon completion of the postcard, sending it back, entitles you to a personally autographed poster. This postcard also enters you into a competition in which the prize is a trip to glorious Cornwall to have tea with Cuthbert and the gang.

Back to the Manual

Initially, we had the loading instructions very straight forward as per all other games and then we are entered into the Scenario of the game. The basic story is that a long time ago a chap named Jorham Hys (could this be anagram?) was wondering through some ancient Tombs of Ladromica some 8,000 years ago when he found not only Treasure in abundance but also the hint of something far greater at the end of a long, long trek. He never managed to complete that trek but you, playing the role of Cuthbert take up where he left off.

Congratulations! Microdeal

I got a C18 for Christmas and also got quite a bit of Software, including: "Cuthbert in Space" and "Cuthbert Enters the Tombs of Doom". I played them and Brill! I found they were the best games I've ever seen for the C18. Keep up the good graphics, good sound effects, but most of all the good games for the C18. I'm sticking to Microdeal and Cuthbert, and I'm looking forward to putting my pocket money towards more quality Software from Microdeal.

Mark Schulz,
Jarraw,
Tyne & Wear.

"CRREEP!!! No just another satisfied customer" Cuthbert.



Your mission to reach the high Temple of Raht and your prize for doing this will be a gift far greater than any Treasure (sounds a little ominous!). There are various creatures in the Tombs from Ghostly Ghouls to beastly bats, satanic saxophones, sworded spheres and the worst of all the stake-sab band. There are various other things within the Tombs such as potholes which can zap you off to different parts, treasures such as lanterns, the rings, golden apples, special lamps which give you strength

To Microdeal,

I own a Commodore Sixteen and I have 2 Microdeal programs. I have Williamsburg and Cuthbert enter the Tombs of Doom. I find both of the games are first class, my best score for the Tombs of Doom is 111120 so far. In the future I hope to get more Microdeal games.?

Mark out of ten for both games.

Cuthbert Enters the Tombs of Doom

Graphics 9 The Game 9%

Williamsburg: The Game 8%

Thankyou R. Gorham
Maidstone
Kent

and immunity to death, keys and locks, cryptic messages, clues, tombstones its all here!

Cuthbert himself moves very quickly and very smoothly as do the various nasties previously described.

You must zap these with your incredible ray which can only shoot horizontally. As you progress through the Tombs so your oxygen level will decrease and if you are not careful you will suffocate, the only way which you can refresh your oxygen supply is by collecting a key and opening the lock to the next chamber. This requires quite a lot of strategy as sometimes there are more locks than there are keys and they have to be opened in a precise order. The game itself is very straight forward, very good fun and very, very addictive. It is certainly on par with the Commodore 84 version although the sound is far far limited due to the extra memory needed for the graphics. Games play again is very smooth and very fast. I am told there are various prizes to be won, apart from the poster and the invitation to Cornwall for tea.

The game is certainly the best I have looked at today of its type and as such must be awarded 100%. Strongly recommended.

£6.95
Assessment 100%

**Next
MONTH**

We will be looking at all the latest releases along with a couple of articles of some technical information for the Commodore 16.

Any readers who would like to submit their own articles or letters raising points they would feel would be of interest to other Commodore 16 owners please do so and we will gladly publish them.

Thanking you for your support.

Yours the Editor.

INCENTIVE— an In-depth Profile

Prior to August 1983, 54 London Street, Reading was a shop front to the "collectors post card" business owned and run by a Mr. Ian Andrews. Early in 1982 Ian and his brother Chris, then only 20 years old acquired a Dragon 32 computer and set to writing their first program for Quicksilver called "Mined out". Written in basic with a few machine code sub routines it proved to be very successful and the game actually topped the charts for the Christmas of 1982 (around about the time that Microdeal got serious!).

Ian at 24 and already a shrewd businessman saw a great opportunity for himself and his brother and duly formed Incentive Software. Busily writing a brand new game for the Spectrum their attention was drawn away from the Dragon.

"Splat" their first release for the Spectrum was a smash hit and later was released for the Commodore 64, rapidly followed by several other smash hits.

Chris, now writing full time turned his attention back to the Dragon and began working on a totally concept of game: an adventure crossed with all the action of an arcade game it would have to have many screens at least 5 levels and revolutionary graphics.

Thus, evolved "Black Track" one of the best releases for the Dragon in 1984, it topped the charts for several months and is considered a classic in its own right. Often compared with the likes of the Ace Attack on the Spectrum Ian assures us that Black Track came first and is totally original.

So far 140 would be Black Trackers have owned up to the completion of this epic challenge and entered the competition for the Cumans Disc Drive, of the 140, five entries with the best slogans

were picked out and forwarded for a playoff which took part in Reading the talented five were:

- 1) Barry Ward, 15 Bridges
15 Bridges Street
Wokingham
Berkshire RG11 2XL
- 2) Robert Gooding
148 High Street
Irving KA1T 8AH
- 3) Brian Ross
48 Coombe Road
Haroldwood
Romford
Essex RM3 0TX
- 4) Mark Kinston
9 Lifford Road West
Charlton Kings
Cheltenham GL53 8E2
- 5) David Peter Frost
58 Niblethorpe Lane
Gorneshaal
Checkendon BD19 4WD



Hopefully, all of these were Cathberters!!

Another programmer under Ian's wing is John Martin who is responsible for the Kat Trilogy Ian's words not mine!

Written entirely in machine code these text adventures have already proved great success with the Spectrum (apit dinggh) owners.

The next one for the Dragon will be "Confusion" written by John Martin again and due to be released in September. "Confusion" is a totally original very colourable mind game, it has 64 levels and involves an electrical circuit, some sparks and a number of bombs the object is to get the sparks to the bombs and blow them out. It is incredibly challenging and strongly recommended (a review will be coming shortly).

Ian says "that Incentive intends to release one hit in every 5 to 6 months for the

Dragon and certainly have no intention of dropping the Dragon or its fans".

Why name a Company Incentive? Why not?? Actually it is because most of the games so far released have had a price offered as an incentive to buy and an incentive to play!! Neat Eh?

One other important character is Darrol, he is in charge of all the administration and also handles customer liaison. Darrol is the one who would normally answer all of your queries, he also bears a very strange resemblance to Ian although I am assured he is not related. Finally, there is Dave, Dave in charge of

Despatch and Distribution. All in all Incentive Software struck me as being one very strong and friendly customer orientated company and we certainly look forward to their forthcoming release and future support on the Dragon market. Written by cutberts brother Sidney.

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'Hunchbacker' NOT amused!

Dear Cuthbert,
In the Cuthbert Chronicle number three there was a write-up of Hunchback by Ocean Software. I agree with what was said and I would like to tell you some more things about the game. At Christmas, for a present, I had a game "Hunchback". In February, I got on the 14th screen and I beat it then the game started back on screen 1, where's screen 15? On the box it says 15 screens of fun.

I sent a letter to Ocean, in April I was still waiting for a reply, so I went to Boots where the game was bought. At Boots was a visitor, a websters rep. and he got Boots to phone Ocean Software. Boots spoke to a programmer who said the Dragon 32 did not have enough for the 15th screen so Ocean cut it out and the score board which was on the game anyway became the 15th screen. On the box it says 15 screens of fun, I do not call a score board fun

but the main point is, on the box it says rescue Eusebius from her castle stronghold, you don't see her so how can you rescue her, this is breaking the trades Description Act. Please could you print this letter in the Cuthbert Chronicle so any Cuthberts members know that you do not rescue Eusebius. The game is just an obstacle course, if there thinking of buying the game.

NEW

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6809 HINTS AND TIPS

Dear Sir:

I have noticed something peculiar about the Dragon, its Random number generator is not random! (HOLY REPTILLIAN SMOKE I'VE BEEN FOUND OUT ... a dragon).

When I type in the following:

10 FOR A=1 TO 15

20 B=RND(50)

30 PRINT B

40 NEXT A

I run it and I get the following numbers:

5 4 2 7 5 4 6 3 2 9

then I run it again and I get ...

9 2 6 7 18 10 7 2 7

then I turn off the machine and on again and then re-type in the program upon RUNNING it you should find exactly the same results as before.

Yours

Mark Lister

Kelghly, W. Yorks.

Dear Microdeal,

I am writing in hope of joining your Outbert Club which I think is a brilliant idea and should prove very useful.

I have also included some tips for basic programming which may be of interest. While using the GET and PUT commands for producing moving graphics, I found it was a bit confusing and sometimes the graphics turned out weird. I think it was due to the CDM arrays not being the right size. My solution for easy moving detailed graphics is to first DRAW the shape one wants and put it in a STRING VARIABLE say D\$. Then assign a couple of variables and draw your shape at the desired place. The program for this is as follows:

```
10 RMODE4, 1:SCREEN1,1:POL5
20 D$="DGFHGHGHAUOJOLSLQJ
   RCHLJHJH"
```

```
30 A=128:B=95
40 DRAW=DN+STR$(A)+""+STR$(
   B)+D$
```

50 GOTO 50

To make the man move, change the values for A and B. Change line 30 to read:

```
30 FOR A=10 to 250 STEP 4: B=95
and line 50 to read
50 POL5: NEXT A
```

To make the man move up and down, just alter the value for B.

To get an INKEY \$ repeat, include this in your program:
FOR I = 337 TO 345: POKE 1,255:
NEXT I: B = INKEY\$

Yours sincerely,

Jeremy Horford,
South Devon.

The Dongle Challenge

.... I firstly noted that the Dongle went in the left-hand joystick port and in the instructions it said that all joysticks must be removed (could this be a hint). I guessed that the dongle must give off a signal!

So ... I typed in the following basic program:

```
10 CLS
20 A=JOYSTK(0): B=JOYSTK(1)
30 print A,B
40 GOTO 20
```

This printed out the signals ... both horizontal and vertical sent out by the dongle N.B. Joystick is in the right port.

Pressing SHIFT a, I noted that the dongle gave out totally random signals.

Problem: To simulate the signal, I used a floating joystick, moving from bottom left to top right and back again very quickly.

Using this method the program loaded in just a few minutes (You mean this worked ??? HA HA HA!)

Robert Cassman,
Dorset.

Nice Try!!
Roy Coates entry still stands I'm thought!!

R. Henson,
from Kelghly, W. Yorks.

Very useful tip this Mario Miner owners maybe interested to hear of a way to start your game on any sheet of your choice. To do this you must hit the pause and then type "Penguin" you must then press the Break key and then a letter from A to V (a letter representing a screen of your choice).

Master Henson would also like to

congratulate Roy Coates on adding an extra 3 sheets, as this makes bragging spectrum owners sick "there all sick anyway".

Mr. B. Jefferson,
of Porcebridge, County Durham.
Wishes to praise the Post Office. Apparently an order we sent to him took less than 20 hours to reach him from Cornwall that's over 600 miles. The Post office "are getting there".

Master E. Means,
Severn Beach, Bristol.

Are Dragon/Tandy owners aware that the "r" can be used instead of typing PRINT EVERYTIME (particularly on the SKD ROW listing where there were loads. Also when you list the program it comes out as PRINT. Saves a lot of time!!

Mr. Alan Price, +
Whitwick, Leicesters.
Teletwriter seems to be an excellent product overall, but there was just one small point, I found that although the program would read in any files o.k., it just would not save any files at all one printing had been carried out ... I tried all sorts of settings on my tape recorder, which never failed to load before, but to no avail.

Then I tried a recommendation of yours to remove the remote plug from the tape recorder and actually have the tape running when the file is saved. I tried it and hey presto it works ... and I haven't had a problem since.

Master Brian Lord,
Penhow, Newport.

The master of the Teuchelstone with a superb score of 997,360 pts, level 37. *Just well done.*

POKES TO NOTE

Donkey King (not the King)

Type in Skip: CLOADM
When you get OR signal type in PORE 10914, 255 for 255 less than EXEC as usual, select the 3 game mode.

For the King the same as donkey King plus EXEC 11257.
Ratpiller Attack.

CLOADM type in Pore 10738, 255 and EXEC for 255 less.

To slow down the listing speed type in PORE 353, 52.

This makes everything outputted to the screen has a short delay, good effect eh?

LETTERS



Dear Sir,

I hate to complain with my first letter to your club, but why is Dragon Software so expensive. I must admit the majority of software produced is fantastic. ("so what's the problem?" ... J.A.S.)

Don't you think if the prices were lowered a bit, less people would think about pirating programs. GOOD POINT?

Also when I do wish to try a Microdeal program I can only purchase them through Mail order. There are huge stores like W.H. Smith and Boots near me, but they do not stock Dragon Software. I mean the Dragon is not an unpopular machine in any way?? It is!!

Steve Walton, Birmingham

Dear Steve,

The reason for the HIGH PRICE OF OUR DRAGON SOFTWARE is usually because we actually license the games from America and therefore have to pay not only a Royalty to the original programmer but a licensing fee, a conversion fee manufacturing costs, fresh artwork plus unprint other odds and ends which all add up to a comparatively pricey product. However, if one was to look at the U.S. Gold range on the Commodore 64 you would see that their games also converted/auth license from American programs are far more expensive than their English counterparts, but, I think you will agree that in both instances the software is far superior and well worth the little extra.

You will find an answer to your other comments in issue 4, page 27 under the "supply and demand story".

Paul Devitt
15 Lindsay Avenue
Leyland
Lancashire
PR9 2FE

Dear Mr. Symes

Yes, yet **another** sarcastic letter, but before you tear this letter up I must confess that I am not one of Clive's many morons. Anyway, now for the serious bit ... did I say serious? ... I've decided to write a story about what happens in a typical day for one of Clive's many morons. ... What? I hear you gasp. Now don't be like that, we must spare a thought for those who are less fortunate than ourselves, well even a tiny bit of a thought for these peasants.

The morning starts with breakfast, usually "alkaline eggs" sunny side up to brighten their miserable lives. Next comes the point of turning that scatty black box on ... which Clive calls a computer. Then comes the cold flesh keyboard bashing which lasts until 6 o'clock, by which time the black box is hotter than **Fireless Freddy's buildings**, when all those morons read retire to their beds. Please, please, I beg you if you know any of these unfortunate then help them to overcome their problem, **let them use a decent computer, i.e. DRAGON**, and play some decent games, minus the colour spill over, i.e. Microdeals large collection.

P.S. Spectrum owners are spreading and this disease must be stopped before it becomes a national epidemic.

A Dragon owner fights back!!

Dear Sir,

I have just received your Cuthbert Chronical No 4 and was reading the letter's page and I read a letter from "Jeff Richards" from Swineses who said that the Dragon was dead ... (HORROR) ... Well he is talking STUPID man! The Dragon was perhaps dying a little, but now it's very much alive and as Dragon owners should be screaming ... "coming back ... coming back ... coming back!"

And there's another thing (sounds just like a Yorkshire version of MR Angry ... this one does ... ED) I'd like to say that the Spectrum is rubbish, you could use the rubber keys as "erasers", it gets so blinking (that's the new Cuthbert word) HOT! you could use it for cooking bacon and eggs on it ... and as for the spectrum + well that's a lovely machine ... the keys fall off ... lovely isn't it??? Give me a Dragon every time.

Yours

W.A. Mearle, Sheffield.

Go get em son "Cuthbert"

Dear Microdeal,

I would just like to say how good I think you mail order service is (well thank you) I recently sent away for a game for my Tandy Colour and I thought I'd have to wait a few weeks before I'd receive it, but a few days later and it arrived, excellent. So again I would like to thank those who must handle hundreds of orders a day, keep up the good work ...

Yours

Ned Lister, Hull.

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Dear Sir,
The reason I am writing to you is to thank you for bringing out software for the Dragon and to congratulate you on your marvellous flight simulator "WORLDS OF FLIGHT". My boys and myself think it is fantastic and as far as we're concerned, it's the nearest I will get to flying a real aeroplane. We have tried other flight simulators but nothing compares with the graphics, sound and controls! W.O.

Mr. Peter Gregory.

"AW SHUCKS ... John".

Dear Sir,
The 747 flight simulator and Worlds of Flight are not in my opinion what the customers want!! (Try telling Mr. Gregory and Sonnet) My idea of a flight simulator would have a **graphic display** similar to that of **speed racer** which I feel is superb. We drawing just don't grab my interest and I feel that most people feel the same way.

Mr MISS WAITKINS from Tyne & Wear (I haven't put your full address cos I'm sure all the MOPers in your area would be after you like a shot!!) The reason the graphics are not of the speed racer style, is due to the **EXTREME COMPLEXITY** of the program. There really is very little memory left. Also wire graphics keep the screen "CLEAN" and **EASY TO READ**. I would also like to point out that you are the first of many many MOP letters with a complaint. All the same ... very nice to hear from you ... dear!

Chris Wilson,
from Malmesbury, Wiltshire.
Chris may like to hear that Tom-Mix have released Tron in the form of Electron and also Cubert in the form of Cuber look forward to receiving his order for these two Hal Hal!

Simon Jones,
from Fressingfield, Suffolk asks ... Does anybody know the intimate lives poke to Maria Miner?

HIGH SCORES

CUTHBERT IN THE MINES

88,200 pts
by John Day

MUDWES

786,200 pts
by David Walker

MR DIG

1,080,750 pts
Screen 182
by Tristan Wrennall

CUTHBERT GOES DIGGING

at least 2,999 pts
by Andrew Smith

FEARLESS FREDDY

6,460 pts
by Jonathan Knight

HUNGRY HORACE

2,209,080 pts
by G.A. Warder

CHUCKIE EGG

416,110 pts
by Andy Stephens

CUTHBERT IN THE COOLER

90,000 pts
by David McCudden

PHANTOM SLAYER

2,420 ghosts (really???)
by Greg Coutford

JUNIORS REVENGE

4,777,000 pts
Screen 80
by Craig Davies

FROGGER

41,580 pts
by S.A. Duncan

CUTHBERT IN THE JUNGLE

133,540 pts
by Gary Scott

CASHMAN

61,508 pts
by N. Donovan

TIM LOVES CRICKET

254 runs not out
by Alan Hobbs

PLANET INVASION

68,660 pts
by Andy Stephens

BUZZARD BAIT

321,900 pts
Wave 28
by Simon Hargrave

HIGH SCORES TO CUTHBERT CHRON.

NOTE! All readers sending letters to the Cuthbert Chronicle should enclose an SAE, if they require a reply. **ED.**

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CUTHBERT GOES DIGGING

M/Code

This is an arcade game similar to the BBC Micro's 'Monsters' game. You control Cuthbert and must climb ladders in a building site to dig holes which in turn trap 'Moronians' in. When a moronian falls in your hole, you must bash him on the head with an insulated hammer. Your score will then increase depending on how many levels he has fallen through. This kills most moronians, but some struggle on with a splitting headache.

Your other enemy is time. You have a limited amount of time for your moronian-bashing before your oxygen runs out. This is

displayed at the top-left hand corner of the screen and diminishes roughly one unit per second. As it gets low, Cuthbert staggers along to try to finish off the moronians, thus getting a refill of oxygen.

There are 5 skill levels. Though the easiest, level 1 does not give you much oxygen.

You can use keyboard or joystick control, but even with the joystick you still have to 'fill in the holes' by using the space-bar, which is inconvenient.

Conclusions

This game is good value for money and although frustrating, it can be addictive.



Assessment: 70%
TIMOTHY RICHARD

CRAZY PAINTER

£2.99

£8.00

On loading you have the choice of the normal three colour modes, all producing an **extremely good display**. You play the part of a painter trying to paint the whole screen using as little paint as possible but there are hazards. First of all it's only a **dog leaving dirty great footprints** all over the screen, then it progresses to **moths and, later, caterpillars, boys and numerous balloons**. You can stop certain things from walking over your newly painted screen by touching them. Some objects will take your brush and some will take your paint. You start off with four pots of paint and five brushes, which you can collect from the bottom left-hand corner. Displayed next to this is the paint left on your brush at present and your current score,

under which is your current level of play. After you have fully painted four screens you go on to the challenge screen where you must control a scraper to stop paint dripping to the bottom of the screen, at which point you return to painting.

The graphics are very crisp and clear in all modes and the sound effects are brilliant with a rendition of "Whistle while you Work" in the background. Control is via **keyboard or joystick** and is very responsive. You can choose your starting level but there is no Hall of Fame, only a high and last score section on the title page.

Altogether the game is excellent and one of the best I have seen for the Dragon.



Brilliant: 95%
Reviewed by Tim Botes (May, 1985)

SANJAY

WINS ALL

★ £500's ★

WORTH OF MICRODEAL SOFTWARE HAS BEEN WON

Sanjay Jariwala pictured here, entered our competition at the 2nd 6809 show for the prize of \$500 worth of Microdeal Software, and he won.

Sanjay from Lords Hill, Southampton, was said to be very excited and delighted at the thought of appearing in the **Cuthbert Chronicle** - oh yes, he was quite pleased with his prize too?

WELL DONE SANJAY CUTHBERT



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Cuthberters Unite!

Alphie Patel
118 Greenhill Road
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Leeds 13
LS13 4AN

Age 13

Enjoys: Assembly, Language
Programming, Cricket
and of course playing
computer games

Ashley Corbett Age 15
4 Chantry Close
Cudwell
Rothingham

Enjoys: Computing and Bike-
riding

Thomas Carter
Tyn-y-Cae
Marshfield
Pontypool
Gwent NP23 5JD

Age 13

Enjoys: Programming and
games on his Dragon.
Archery, Fishing, Darts
and Snooker

Alaric Birrell
52 Downside Road
Bromsgrove
Worce 961 7DP

Age 14

Enjoys: Learning Basic on his
COCO 16K, and also
Fishing. Wants to know
if there are any Cuthbert-
ers in his area?

Jon Gress
Sunnydale
Cedars Park
Hybridge
Devon PL21 9JL

Age 14

Enjoys: Hiking,
Photography
and Astronomy

Gary Scott
54 Exeter Road
Wheatly
Doncaster DN3 1P

Age 13½

Enjoys: Computers, Reading,
Writing and getting
replies to his letters!
(I think he's losing a go at
mail)

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Tape £8 incl P&P

NEW FROM MICRODEAL
DRAGON 32

TOUCHSTONE

You find yourself at the beginning of an awesome task to gain the secrets of the Touchstone. Your main objectives are to "STAY ALIVE", to collect the wonderful treasures and get the keys to the vaults between the levels. Various monsters appear at strategic points throughout the maze, intent upon stopping you reaching your goal. But first, in his infinite wisdom has equipped you with a ray of light which shoots from your eyes, killing anything in your path. 11 levels, 60 screens, 100% machine code, high resolution graphics, sound and many intriguing extras. For 1 or 2 players. Joysticks required.



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